**Software Implementation and Testing Document**

**For**

**Group 4: Retro-Arcade**

Version 1.0

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# Programming Languages (5 points)

Python3 – used for GUI and game design.

MySQL – Backend database to keep track of user profiles, high scores, and user stats of games played.

# Platforms, APIs, Databases, and other technologies used (5 points)

Pyqt – used to create GUI in Python

Pygames – used to develop the actual games

SQLite – database API using MariaDB for database management

# Execution-based Functional Testing (10 points)

*Describe how/if you performed functional testing for your project (i.e., tested for the* ***functional requirements*** *listed in your RD).*

# Execution-based Non-Functional Testing (10 points)

*Describe how/if you performed non-functional testing for your project (i.e., tested for the* ***non-functional requirements*** *listed in your RD).*

# Non-Execution-based Testing (10 points)

*Describe how/if you performed non-execution-based testing (such as code reviews/inspections/walkthroughs).*